LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®
NES—HR—USA—1
CULTURE BRAIN USA INC.
INSTRUCTION BOOKLET
FLYING DRAGON™
The Secret Scroll

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CULTURE BRAIN™

PRECAUTIONS

- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Store the Game Pak in its protective sleeve when not in use.
- To avoid eye strain, play the game at a reasonable distance from the T.V.
- Always turn the power off before inserting or removing the cartridge from the Nintendo Entertainment System®.
- When playing the game for long periods of time, it is recommended that you take a 10 to 20 minute break for every 2 hours of play.

Thank you for purchasing CULTURE BRAIN'S "FLYING DRAGON™" for your Nintendo Entertainment System®.

For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

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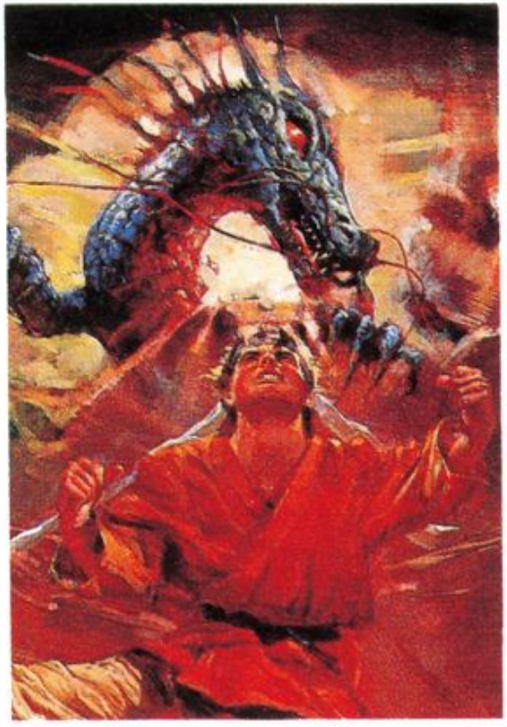
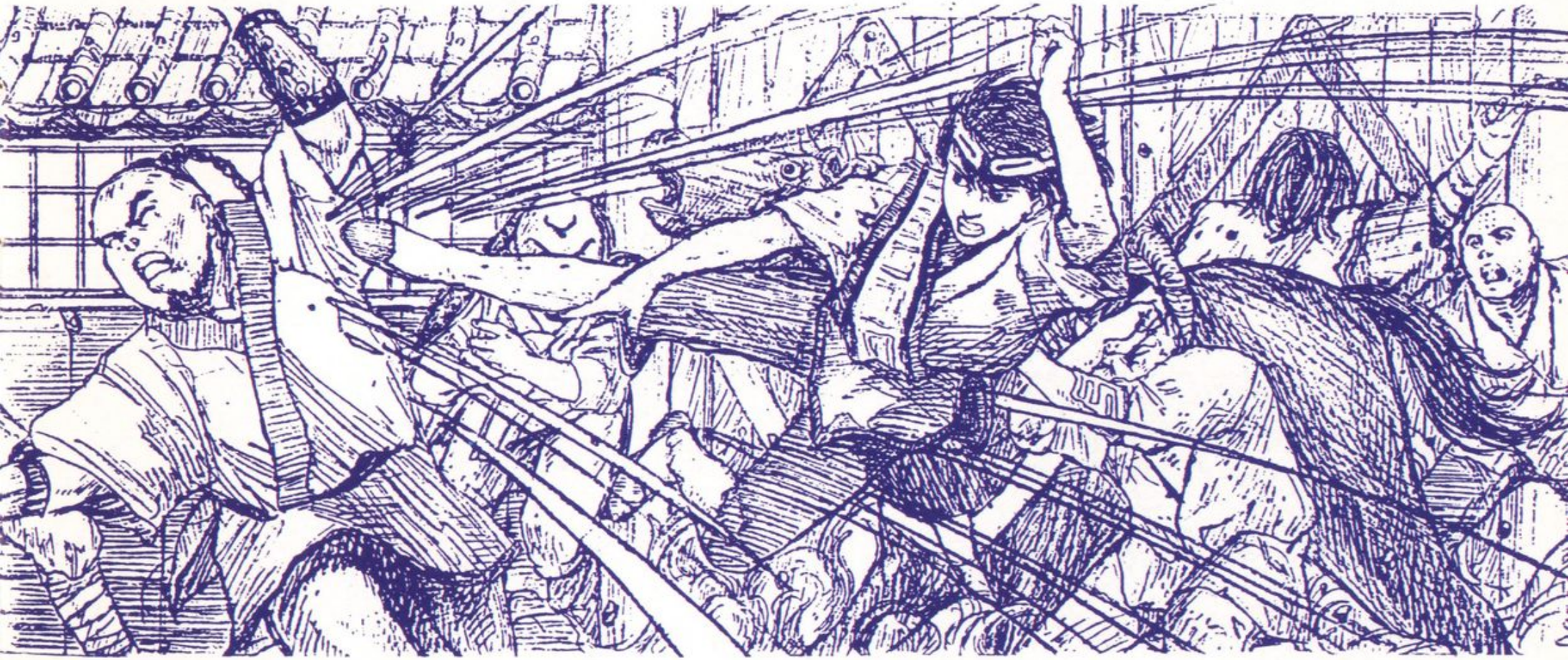
1 STORY

In an unexplored region of China wrapped in mystery, Ryuhi, a boy, was born and brought up high in the mountain tops. There he received instruction from his wise teacher, Juan. Though he was young, he made himself a master of Kempo. One day, his teacher Juan was attacked and robbed of the Secret Scrolls of Hiryu-no Ken, of which he was the author. Ryuhi possessed the 6th volume of the Secret Scrolls, the Shingan-no Sho, or book of the mind's eye which Juan had managed to save. Ryuhi begins his journey to Shorinji in compliance with Juan's last request. Gengai, the bishop of Shorinji welcomed the little Ryuhi, regarded as one of the titans of Shorinji Kempo. Six years later, they received a letter of challenge from the Tusk Soldiers, a mysterious organization of enemies of Shorinji. Ryuhi is determined to take part in the upcoming "World Tournament of Contact Sports" as a representative of Shorinji. His desire is to prevent the Tusk Soldiers from becoming champions



of Contact Sports at the tournament. Ryuhi heard from Gengai that in truth it was the Tusk Soldiers who attacked his teacher and robbed him of the Secret Scrolls. As he leaves for the World Tournament, his thoughts are on his teacher Juan and keeping the fighting spirit burning.

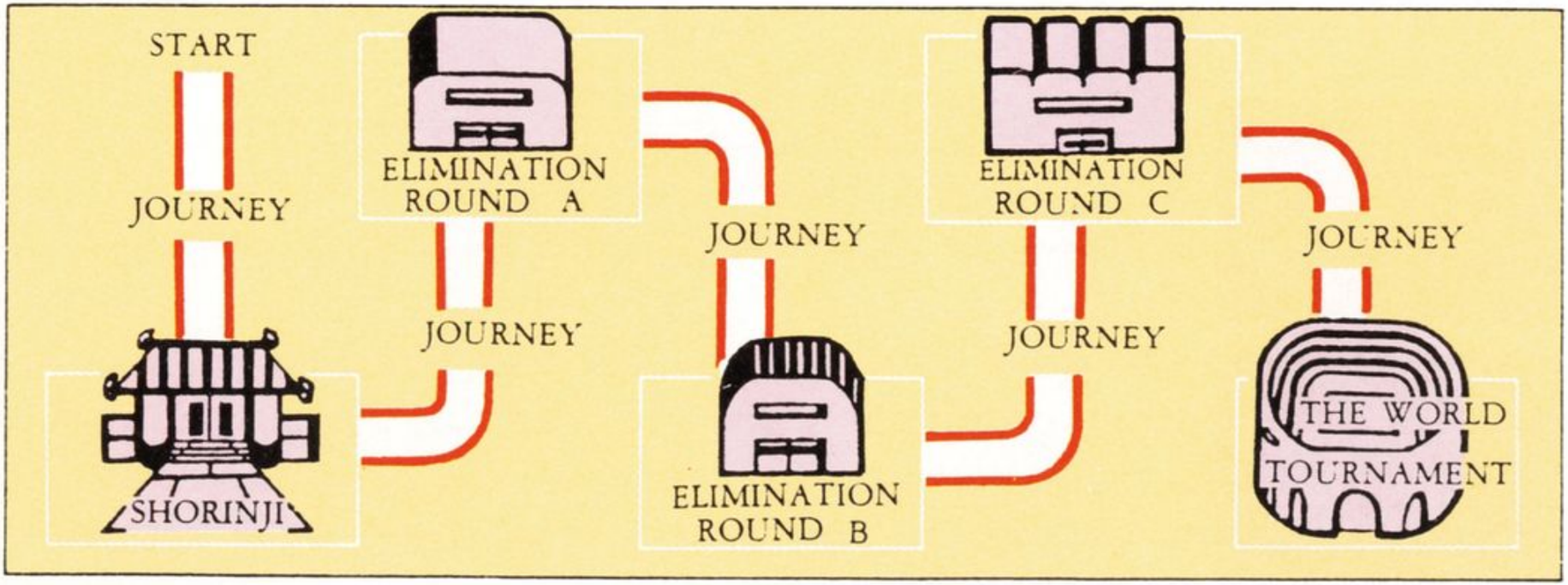


2 WHAT IS FLYING DRAGON?

Unlike other fighting games, Flying Dragon recreates combat by allowing defense and offense of specific body areas. In addition, the artificial intelligence feature automatically activates a number of special kung-fu skills. Flying Dragon lets you do more than just attack the enemy blindly. Defense is the key to the contact sports, and Flying Dragon is the only fighting game that recreates one-on-one combat with such realism.

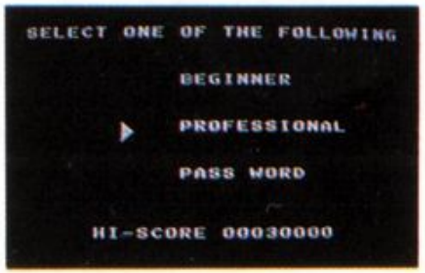
CONTENTS OF THE GAME

This Role Playing Game consists of training in Shorinji, 3 elimination matches and the journeys between these chapters. After successful completion of all chapters, you finally reach the World Tournament.



3 BEFORE YOU PLAY

Flying Dragon has two play modes, BEGINNER and PROFESSIONAL. You can select the mode according to your level.



Insert the Game Pak in the NES and turn the power on. When you press the START button the selection screen will appear. Use the SELECT button to choose a mode and press the START button to begin the game.

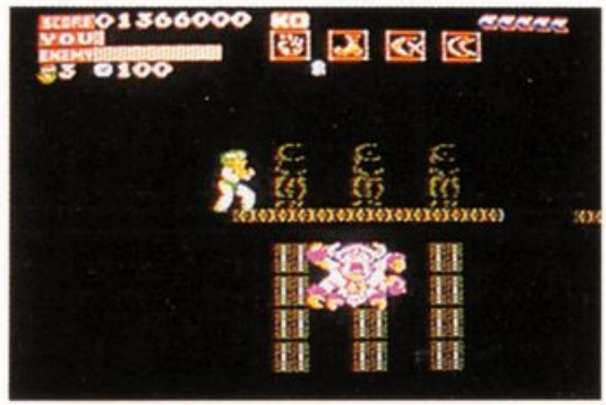
How to use the password

After the game is over, use the SELECT button to choose "USE LATER", then press the START button. A password will appear which you can use next time you play.

The next time you play, choose "PASSWORD" on the selection screen when you start the game. The password screen will appear. Press up or down on the control pad to change the first letter. Press the A or B button to select that letter and move to the next letter.

4 HOW TO PLAY THE JOURNEY

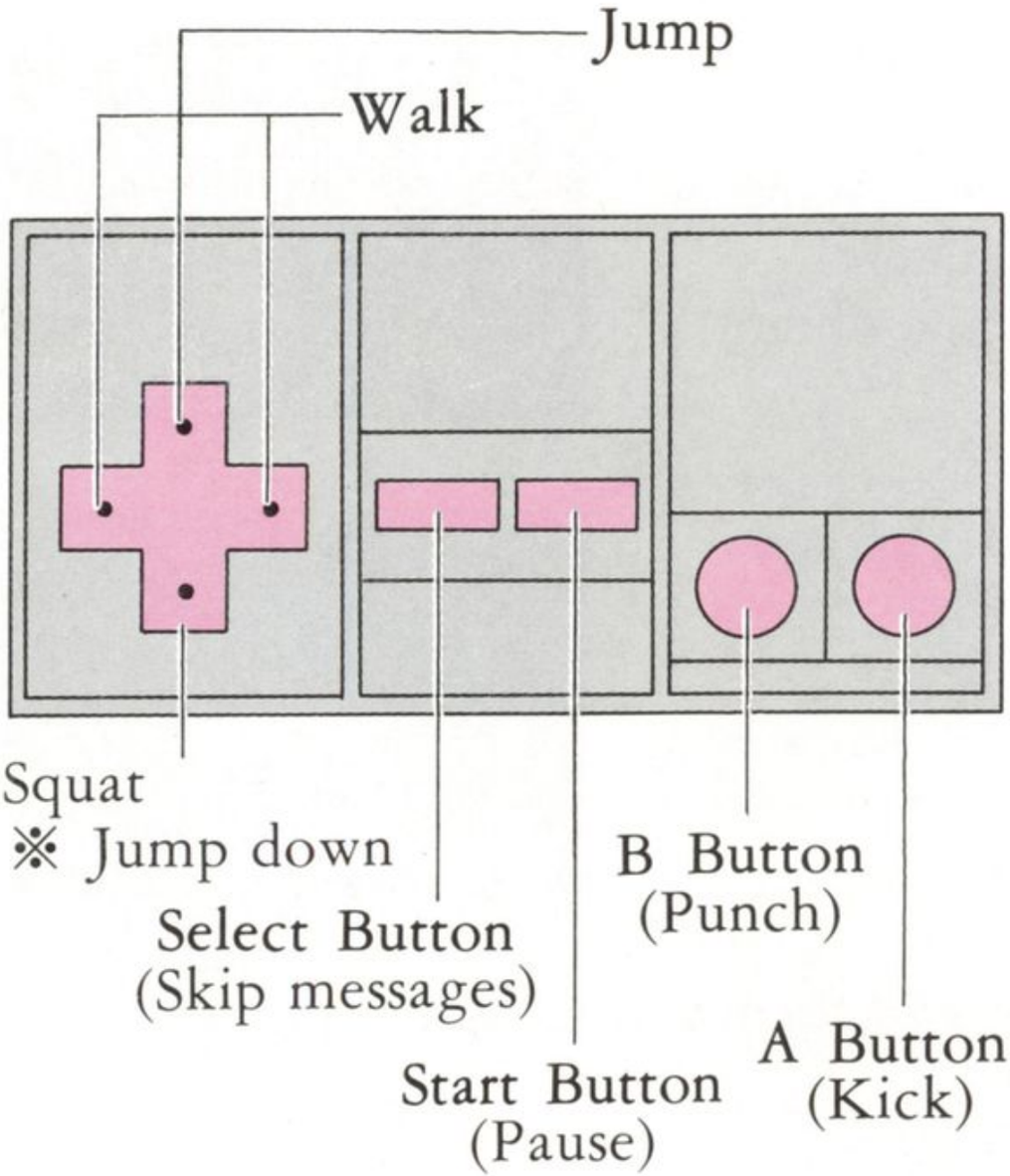
- You will encounter various types of enemies on your journey.
  Each time you knock out a certain number of Tusk Soldiers, you will encounter the Tusk Beasts. Defeat them and obtain the 力 labels from them.



- You can get the key to open the locked door when you collect five labels.
  You can complete the journey stage when you obtain the Cosmic Ball from inside the door.

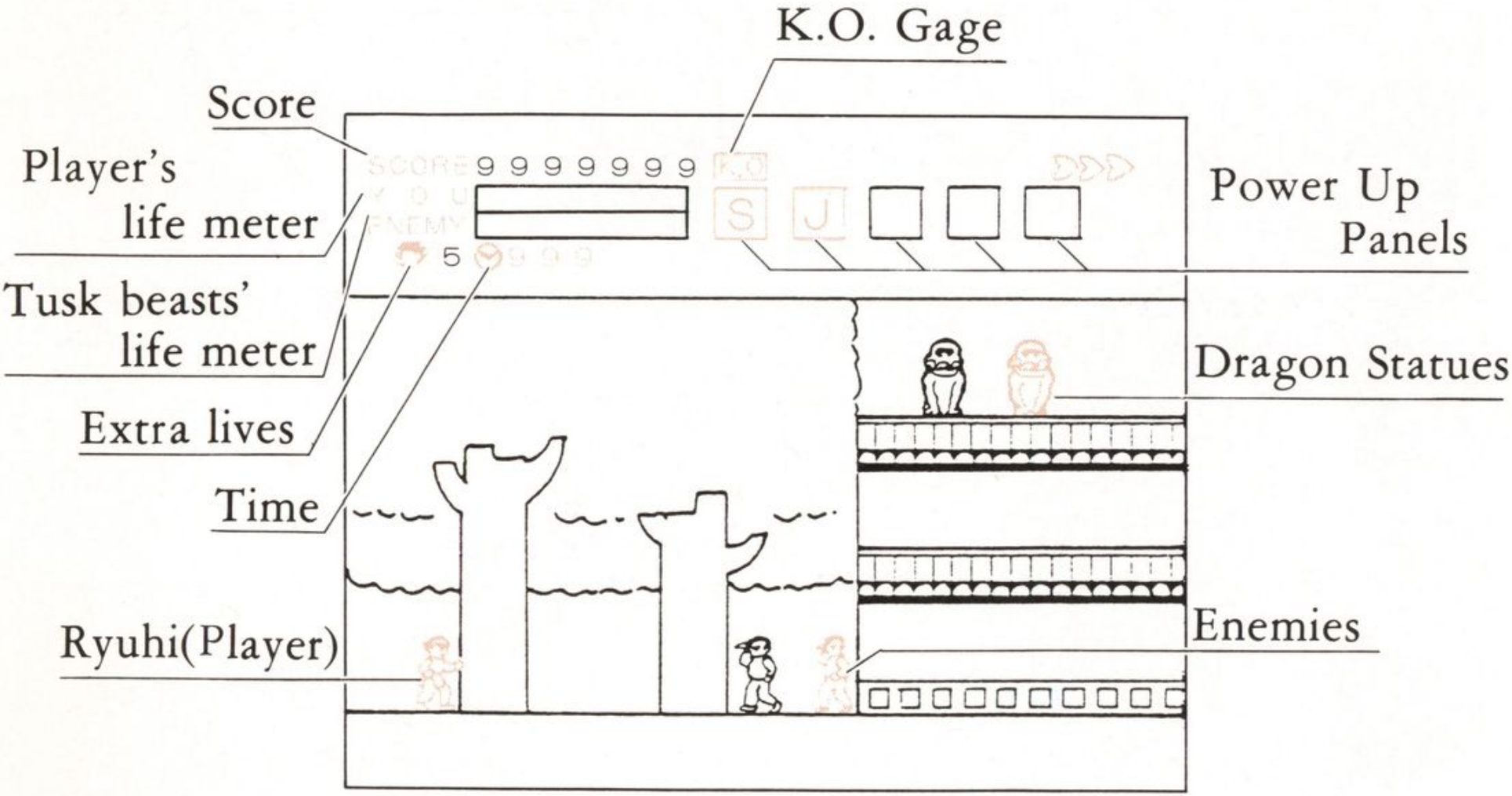
- Punch the Dragon Statues. Some of them contain hidden special items.

HOW TO CONTROL PLAYER MOVEMENT ON THE JOURNEY



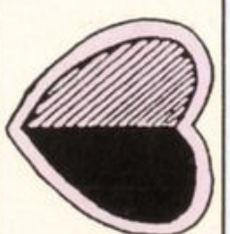
- The journey will require you to master various movements; punching, kicking, jumping, squatting and walking.
- If you get the Cosmic Saucer, you can fling it by pushing the B button.
- To jump down, press the Control Pad up and then press it down.
- Make a running jump when you want to jump over the obstacles. Run by pressing the right side of the control pad and then press up. You can jump higher than a jump on the spot.

● EXPLANATION OF THE VARIOUS SCREENS DURING THE JOURNEY



ITEMS

Hit the Dragon Statues during the journey to get various items.
The items collected will help you at various stages of the journey.

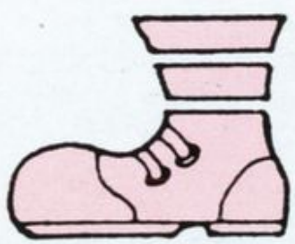
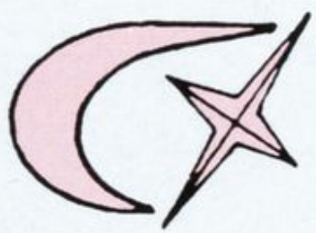
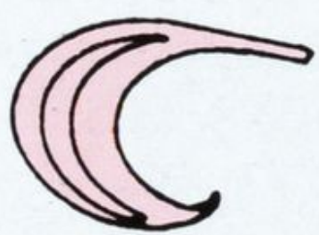
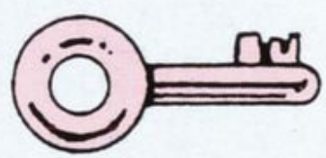
	1 up Panel This will give you an additional life.
	Magic Water This will revive a portion of Ryuhi's total strength.
	K.O. Gage You get an additional key point for the K.O. Gage.

	Dragon's Scale You can make an aura barrier.
	Money Bag Collect one of these and get a 10,000 point bonus.
	? Panel This gives you another chance to get the Secret Scrolls.

TO POWER UP ON EACH JOURNEY

One of the Tusk Beasts
Pebora

You can gain special powers during the journey by defeating the Tusk Beasts and getting the 力 labels.

				
To power up your punch and kick.	To power up your jump and increase speed.	You can fling the Cosmic Saucers.	You can fling the Saucers repeatedly.	To open the door.

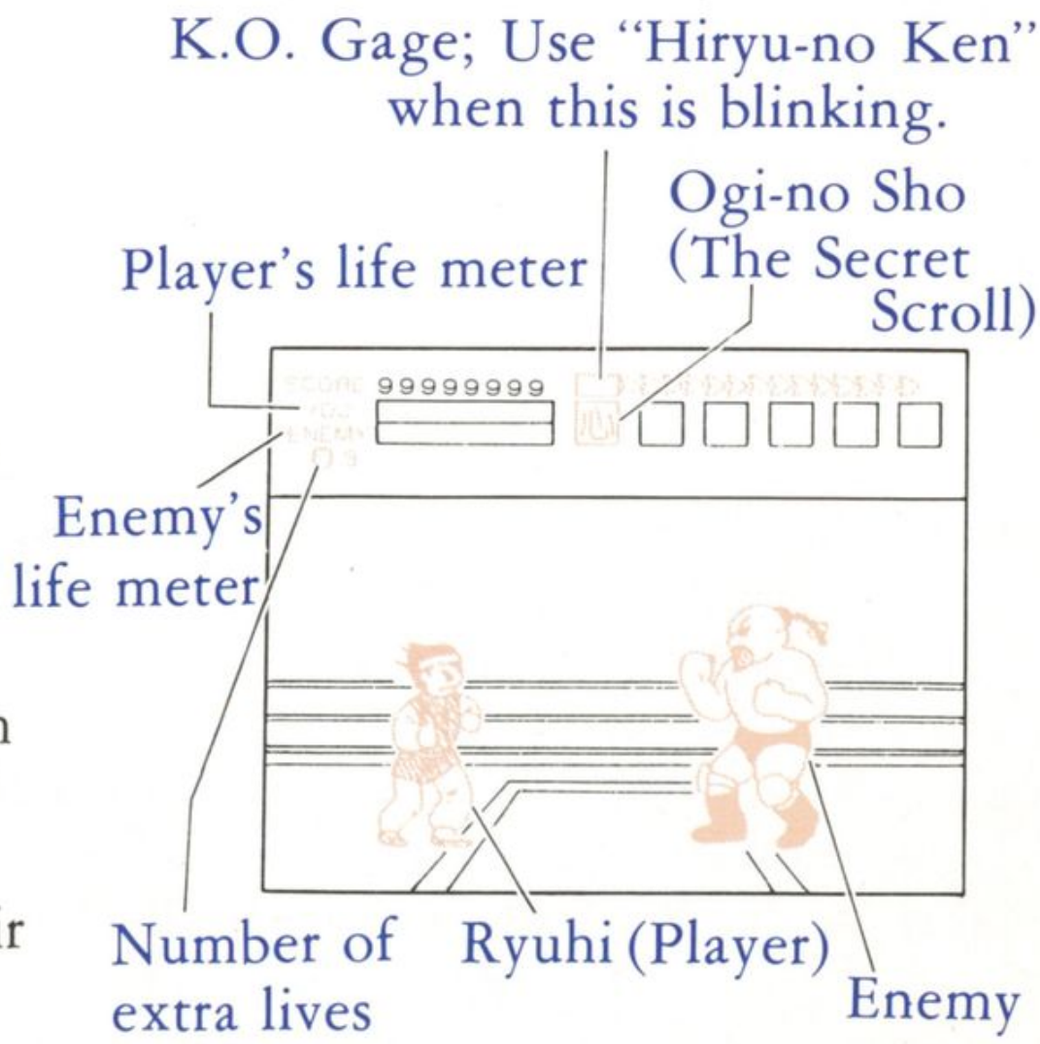
5 HOW TO PLAY THE MATCH

- In the match, you will fight opponents from six different fields of contact sports. Each has his own special skills and techniques.

- You must use your various kung-fu skills to defeat them. Some of your opponents are disguised Tusk Soldiers.

- Your mission is to defeat them and destroy the Tusk Soldiers' Army. You must bring peace to the world by defeating their leader DARGON.

EXPLANATION OF THE SCREEN



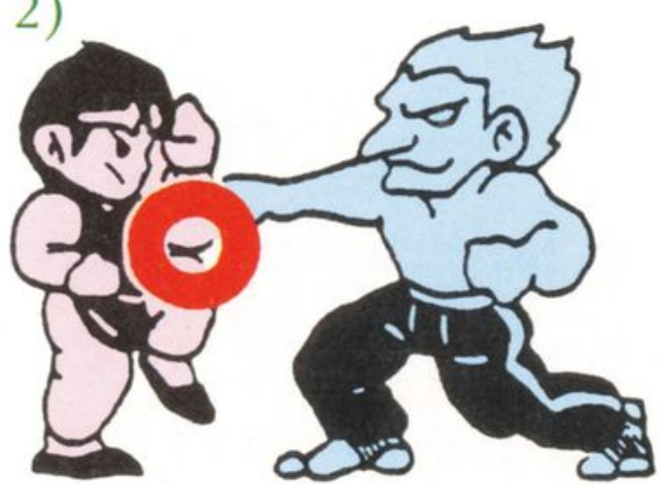
INSTRUCTIONS ON DEFENSE AND OFFENSE

Ryuhi, who has mastered the supreme offense, "Hiryu-no Ken" can detect the enemy's unguarded point and the point where the enemy will attack.
The "Red Mark" on your body indicates the position you should defend and the same mark on the enemy's body indicates the enemy's unguarded point. Then simply attack or defend each point as indicated by the position of the mark.

EX 1)

The red mark appears in the middle of the enemy's body.
Attack quickly !!

EX 2)



The red mark appears in the middle of your body.
Defend quickly !!

● SHINGAN — It's the mind's eye

When you get one of the secret scrolls, 'Shingan-no Sho', you can see the ◎ mark and the ☆ mark. A ◎ mark on the enemy's body indicates a weak point. A ☆ mark on the enemy's body indicates where he can be beaten with one blow.

The blue mark

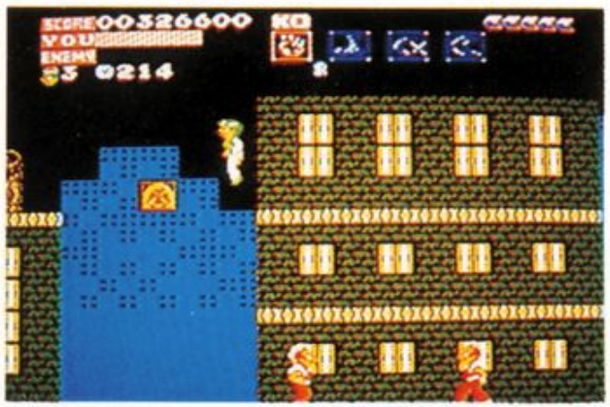
The star mark

● MAGIC WATER

During the matches, bottles of Magic Water will sometimes fly across the top of the screen. Catch the Magic Water by jumping. Use the SELECT button to drink the Magic Water and raise your energy level. You can hold a maximum of ten bottles of Magic Water.

●DISCLOSE THEIR TRUE FIGURES AND DEFEAT THE TUSK SOLDIERS

Some of your opponents in the matches are actually disguised Tusk Soldiers. You must transform them and defeat them to regain the Secret Scrolls. But only Juan can tell you how to transform them. If you don't reveal a number of Juan panels during the journey, you will not receive this important information.



JUAN PANEL

THE THREE SECRET SKILLS OF SHORINJI

Hiryu-no-ken [Press A, B and up on the control pad while your K.O. Gage is full.]
Jump high in the air, then deliver a powerful spinning kick.

Trick Throw [Block an upper body punch, then press B and down on the control pad.]
Use the power of the enemy's punch to throw him over your shoulder.

Cosmic Saucer [Press B while your K.O. Gage is full.]
Use your stored energy to send a powerful shot to the enemy.
It can be used only against the Tusk Soldiers.

OPERATION CHART

DEFENSE	OFFENSE		
USE ONLY ✚ PAD	USE ✚ PAD and AB BUTTON		
	B A	B A	B A
✚		PUNCHING	KICKING	MIDDLE SPECIAL TECHNIQUE
✚	UPPER DEFENSE (Jumping)	UPPER PUNCH	UPPER KICK	UPPER SPECIAL TECHNIQUE (Hiryu-no Ken)
✚	MIDDLE DEFENSE (Walk)	MIDDLE PUNCH	MIDDLE KICK	RIGHT / JUMP / LEFT
✚				
✚	LOWER DEFENSE (Squat)	※ TRICK THROW	LOWER KICK	LOWER SPECIAL TECHNIQUE

※ Use the Trick Throw by blocking an upper punch, then quickly press B and down on the control pad.

- The SELECT button can be used to drink the Magic Water during the matches.

- The START button can be used to pause the game at any time. Pressing the START button again will continue the game.

DEFENSE

PUNCH

DEFEND UPPER	DEFEND MIDDLE	DEFEND LOWER	UPPER PUNCH	MIDDLE PUNCH
Squtting will be used occasionally.	or		with B button	with B or with B ※ Only use the B button.
Use only ✚ pad.				

KICK

DARING ATTACK

UPPER KICK	MIDDLE KICK	LOWER KICK	CYCLONE KICK
with A button	with A or with A ※ Only use the A button.	with A	with A B

Press the darkened portion on the ✚.

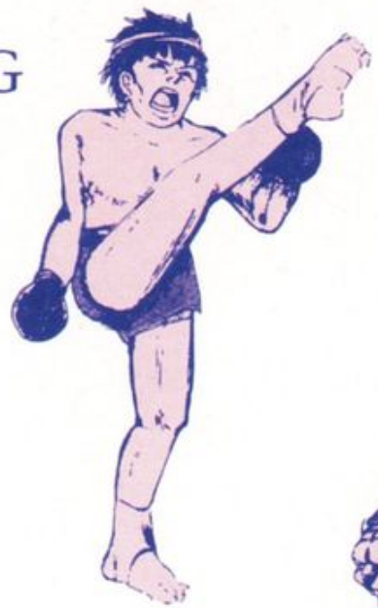
UNIQUE TECHNICS

ROLLING MIDDLE KICK	SPINNING GROUND KICK	TRICK THROW	SQUAT	JUMP
A B	✚ with A B	✚ with B	✚	✚ with A B or ✚ with A B

SHAKE YOURSELF FREE	"HIRYU-NO KEN"	COSMIC SAUCER
Press ✚ and ✚ repeatedly.	✚ with A B While your K.O. Gage is full.	✚ with B K.O. Gage must be full to use Cosmic Saucer.

THE PLAYERS FROM 6 TYPES OF CONTACT SPORTS ARE WAITING FOR YOU.

KICK BOXING



KARATE

BOXING

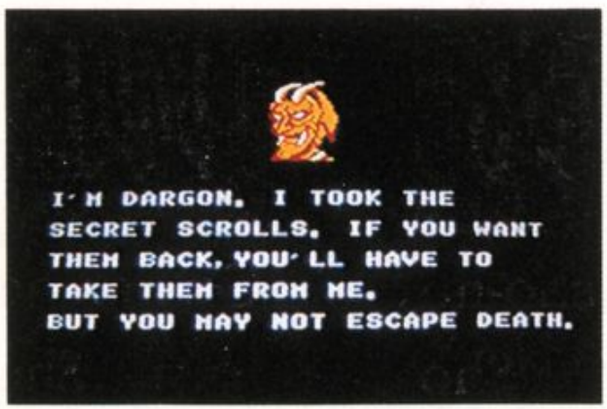
WRESTLING

MARTIAL ARTS

KUNG-FU

WHO ARE THE TUSK SOLDIERS ?

The Tusk Soldiers are an evil group from the Dark Dimension. They are plotting to take over the world through violence. Their plan is to infiltrate the Tournament of Contact Sports and destroy the forces of good. Your mission is to find and defeat them, and eventually destroy their ruler DARGON. Only then you can wipe out the forces of evil.



SECRET SCROLLS

Disclose the true identity of the Tusk Soldiers who are masquerading as your opponents. Defeat them, recover the Scrolls and power up.

Volume 1. "Hiken-no Sho" ···increases Ryuhi's power to attack.
Volume 2. "Hikyaku-no Sho" ···increases Ryuhi's speed.
Volume 3. "Hiyaku-no Sho" ···enables Ryuhi to use "Hiryu-no Ken" more often.
Volume 4. Hicho-no Sho" ···perfects the "Hiryu-no Ken" maneuver.
Volume 5. "Gowan-no Sho" ···increases Ryuhi's power to defend.

Hiken-no Sho

Hikyaku-no Sho

Hiyaku-no Sho

Hicho-no Sho

Gowan-no Sho

Shingan is the power to discern the flow of all spirits that judge everything under the sun. Using Shingan with Kempo, enables you to detect the enemy's unguarded point and to predict what point the enemy will attack.

This scroll has been described as the secret technique that is also one of the secrets of Shorinji. Using the Cosmic Force in combination with the Secret Technique enables you to fling powerful Cosmic Saucers at your enemies.

You can attack the enemy's dead angle by using a quick, whirlwind-like movement. Without this scroll, the enemies will easily dodge your Hiryu no Ken.

When attacking your enemies with this daring maneuver, you can inflict damage to them, but you also use up much of your own energy. This is also true with Hiryu no Ken. Mastering the technique on this scroll enables you to repeatedly use Hiryu no Ken.

Hiryu no Ken requires supreme jumping power to inflict more damage on your enemies. Hiryu no Ken can not be made perfect without first acquiring the technique in this scroll.

Defense is the key of Shorinji. This scroll has been described as a secret technique and method of defense that allows you to keep damage inflicted on you to a minimum.

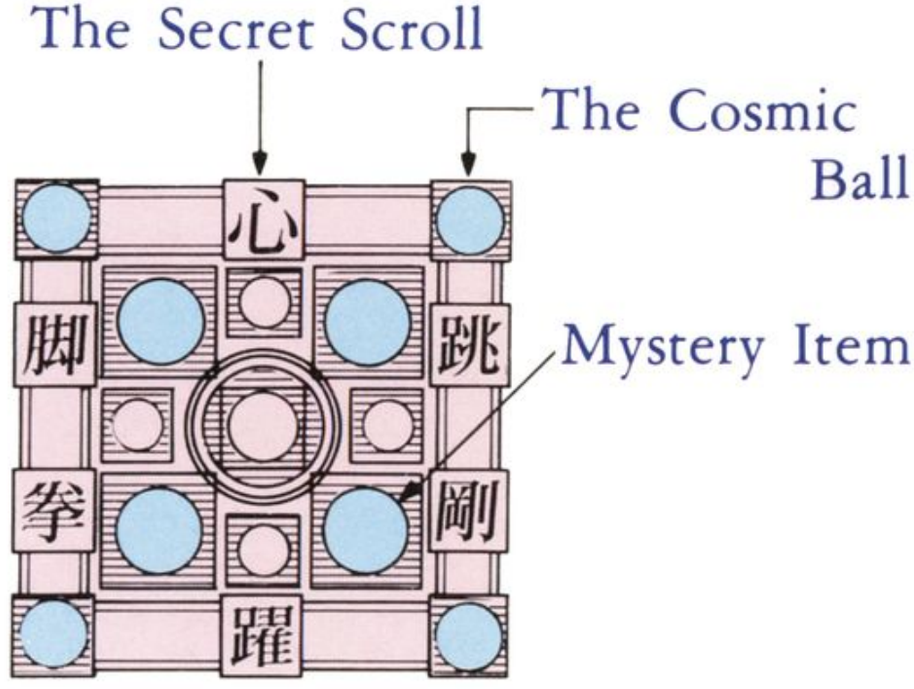
6 MANDARA SEALS

○The Mandara Seal indicates the level of mysterious powers Ryuhi has gained in order to seal the evil powers of the Tusk Soldiers Army.

○The Cosmic Balls gained during the journey and the Secret Scrolls taken back during the tournament are put in the Mandara Seal.

●COMPLETION OF THE MANDARA SEAL

Birng the Mandara Seal to completion and you can seal the evil power of the Tusk Soldiers forever and reveal their last mystery.



ITEMS IN THE MANDARA SEAL

○ The 6 volume set of the Secret Scrolls

——You can retrieve each volume by revealing the real identity of the Tusk Soldiers hidden among your opponents and defeating them.

○ The Cosmic Balls

——These balls seal the evil power of the Tusk Soldiers Army. They are hidden in the gate ways of the journey. In order to get them, you must collect 5 labels during each journey.

○ Mystery Items

——Their purpose will become apparent later in the game. To get the last one, you must uncover 2 Juan Panels during the last journey.

HIRYU-NO KEN LEVELS

As you take back the secret scroll, the level of Hiryu-no-ken advances. When you take back the six secret scrolls, the Hiryu-no-Ken level will become the highest, the Ryuo level. At this time, you can defeat Dargon.

7 HINTS — Journey —

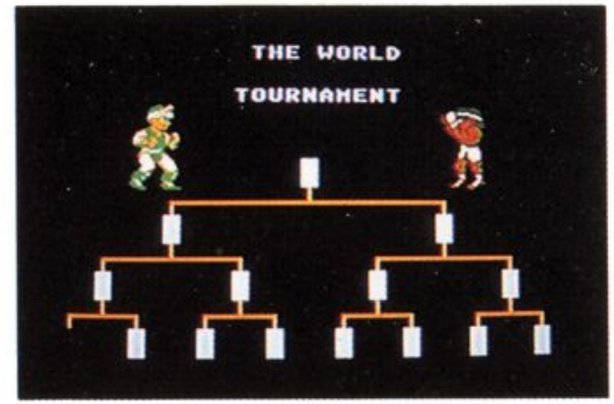
During the Journey, if you pass the gate you will return to the beginning. If you reach the gate before collecting five 力 labels, you will have to go through the journey again. The best strategy is to lure the Tusk Beasts by defeating many Tusk Soldiers in a short distance.

You can collect Juan panels during the journey by passing or jumping by certain places. Getting the Juan panels will give you important information on how to defeat the Tusk soldiers during the matches.

8 HINTS — Match —

If the Hiryu-no-ken doesn't work against the Tusk Soldiers, it's because you failed to transform one of the Tusk Soldiers and didn't get one of the scrolls. If you defeat DARGON without posessing all of the scrolls, you must start again from the very first journey.

But if you have uncovered a (?) panel during the journey, you will have another chance to fight the disguised Tusk Soldier and regain the missing scroll. Press the SELECT button while holding up on the Control Pad when the tournament chart is on the screen.



TOURNAMENT CHART

HOW TO TRANSFORM THE DISGUISED TUSK SOLDIERS

Koku-Un-Sai (the last enemy in the second elimination round)
Don't attack or defend, just jump to evade his attacks. When the ☆ appears on his head, hit it to transform him.

Litron (the third enemy in the third elimination round)
After a middle kick, he'll put a Brain Buster on you. Shake yourself free to transform him.

Mugen Shiro (the second enemy in the first round of the World Tournament)
Knock him down with the Hiryu-no-Ken to transform him. Keep an eye on your K.O. Gage and his energy level.

Demon Kabuki (the first enemy in the second round of the World Tournament)
Use the Trick Throw twice, then deliver a Spinning Ground Kick when the blue ◎ mark appears.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary the user should consult an experienced radio/ television, technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No.004-000-00345-4.

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